

**Airborne to Beyond Creativity**  
**~ Integrating Technology Creatively in Teaching & Learning ~**  
Summer Institute 2008 Session Descriptions

**The Influence of Characters In Our Lives**

Keynote Speaker: Randy Judkins

Whether portraying Dr. Rhombuss, the world's foremost authority on "Mathmagics", or Harley Hotshot with his "1000 cc, four-stroke, 2-cylinder monocycle with power brakes, air-conditioning, overhead seat, and four wheel drive (minus three), or Sunny Day, a physical education fanatic; Randy Judkins understands the impact that his eclectic collection of characters has on his audiences. These characters will be interfacing with the world of technology when they arrive at Castine. This keynote highlights the characters in our lives that seem to be unforgettable, are models for behavior and/or have made a big impact.

**Time to Step It Up a Notch! Stop Clicking on That Theme Menu!  
Be Original!**

Presenter: Debi Lyn Baker

This workshop is designed to provide the tools to enhance technology end products by the use of the Elements & Principles of Design. No longer will presentations or computer products look like every other one. Participants will use web manipulative sources to review or learn The Visual Elements & Principles foundation. Examples of interdisciplinary technology units that use these tools, I.e. Science Fair, Social Studies Unit, Math Unit, Earth Science will be reviewed. Participants will use Mac existing programs to explore these visual tools further (i.e. iPhoto web pages, replacing of themes in Keynote, and iWeb, etc.). Time will also allow for participants to revisit their own existing interdisciplinary technology units and raise them up to this higher plateau by adding these visual tools of the Elements and Principles of Design.

**An Introduction to the Recording Studio in your MLTI iBook .... for the Absolute Neophyte"**

Presenter: Rick Barter

Although much of what we learn and how we learn is based on listening and speaking (audio in and out), until fairly recently the actual recording and editing of voice, sound and music has been difficult, at best. During this workshop session, geared to the novice, we will briefly look at, and listen to examples of audio recording in various curriculum areas, and then participants will use GarageBand and NoteShare to record, edit and enhance digital audio while looking at (and listening for) the possibilities for classroom uses which might include: podcasting, narrations, original audio poetry/stories, skits, reports and

music etc. Participants will need their MLTI ibooks and a set of headphones.

### **Universal Design - The intrinsic route to unveiling teacher and student creativity**

Presenter: Cynthia Curry

Are you in search of a new way of thinking about curriculum, instruction, and assessment? Universal design offers a comprehensive and systemic framework for re-examining the "how, what, who, and even the where and why" of teaching and learning. The elements of this framework are gleaned from the consideration of the diverse needs and preferences of our students - How can what we know about the most unique learners extend our ability to teach all students? An integral component is the use of digital text in the form of accessible instructional materials. Come learn about the power of integrating accessibility, usability, and flexibility across all aspects of teaching and learning with technology.

### **Promoting literacy with cartoons, comics and graphic novels**

Presenter: Barbara Greenstone

Many students prefer to give and receive information through images and others prefer text but to be truly literate in the 21st century, students must be fluent in both. Learn how to promote literacy and help students build bridges between images and text using cartoons, comics and graphic novels. Practice using Comic Life and iPhoto to create comics with your photos or with images gathered from the internet.

### **A Digital Camera in the Classroom (All content areas & TECH)**

Presenter: Sarah Sutter

Presenting uses for a digital camera for documentation, assessment, student reflection, creation of content, and to increase student engagement. Learn how to use the basic functions on a digital camera to meet particular content needs.

Learn how to use your digital camera to measure acceleration/deceleration, have students explain math concepts through imagery, produce documentation of student work for portfolios, and more. Even the most basic digital camera has settings that will let you do some remarkable projects in your classroom. We'll have hands-on stations to use your camera and try out the various controls and for various purposes, including using a camera with a microscope, stopping and blurring action, various white balance settings, and others.

Students with access to digital cameras can document their own learning for later reflection in Noteshare or on an interactive Voicethread. Photograph final projects, or works in progress to show the students' process. Create web-quality short videos as assessment for foreign language, physical education, physics or debate. If you are Mac based, iPhoto can organize images and share visual

resources among class members, as well as do basic image editing. If you are non-Mac, we'll look at free web based image editing applications for you and your students. A digital camera is a great tool for teachers and students alike to create multimedia content that enriches and supports instruction in all curricular areas.

### **Imaging World Languages**

Presenter: Marcia Tyrol

What better match for World Language and Art than the use of digital images and Web 2.0 collaboration tools. This workshop is designed to spark your imagination through visual and sensory exploration as we incorporate traditional journaling, creative writing and autobiography into the digital world of blogs, wikis and digital stories. We will share techniques for stimulating student writing and demonstrate technology tools that allow students to create and share their work in a digital environment.

### **Exploring Integration In Teaching and Learning using SmartBoards**

Presenters: MLTI Regional Coach Mentors

These sessions will explore simple ways to incorporate interactive white boards into your regular daily classroom routine. You learn how you can easily add a creative touch to lessons and an engaging, interactive dimension to learning. Lots of "hands-on" time. Explore Notebook collaborative learning software helps you add a creative touch to lesson material, organize your work and teach interactive lessons. The MLTI Regional Coach Mentors will show you how to do all that using the software's many easy-to-use features.

### **An Educator's Perspective on Gaming**

Presenters: Dr. Ruben Puentedura, Doug Snow, Ann Marie Hutton, Jeff Mao

Please join us for an exciting look at games and gaming from an educator's perspective. What draws kids of all ages - and adults - to games? How can games, and the lessons learned from playing them, be used in a classroom setting? How are virtual worlds defining a new learningscape? This session will offer an opportunity to explore, experience, participate, and reflect on games, gaming, and education.

### **Geographic Inquiry with GIS**

Presenters: Jim Wells and Margaret Chernosky

Could your home be vulnerable to destruction by volcanic eruption? It is 1845, as a runaway slave; what route through Maine will you take? Is there a relationship between sunshine and population? Crime and streetlights? Access to greenspaces and obesity? The answers to all of these questions, and more, can be addressed using My WorldGIS, the Geographic Information System application on your MLTI device. Learn how to use this powerful tool in an inquiry-based

project for science, social studies, language arts and math classrooms. Bring an idea for an inquiry-based project to participate in this dynamic and creative session, and leave with a memory disc bursting with getting started with GIS.

### **Creativity Through Playfulness And Communication**

Facilitator: Randy Judkins

Participants will engage in challenging interactive exercises that will highlight this 3-hour session's objectives, which are:

1. Create opportunities for all to laugh and have fun. (This is critical!)
2. Establish a supportive environment for playfulness within the teacher/student relationship.
3. Identify the advantages for using character portrayals and role playing in the 21st century classroom.

The overall goal is to enhance the technology based learning environment and utilize the multitude of learning styles and needs of students.

To begin, specific exercises will be explained and/or modeled for the participants. All hands-on exercises and activities in this session will emphasize participation. Attendees will be encouraged to notice the entire group's playfulness. After each activity we will quickly debrief, occasionally discussing specific character ideas and move on to the next one. The culminating activity will be participant collaborations that develop curriculum ideas employing playful characters and technology.

### **Got creativity? Take the Digital Plunge! We got Cameras and Diving Boards!**

Facilitators: Argy Nestor and Carol Waldron

This session will provide opportunities to expand your "bag of tricks" for using digital cameras in your visual art, literacy, and/or math curricula.

In the first half of the session you will learn about four open ended lesson plan ideas and in the second half you will select one idea to experiment with and tailor to your teaching situation. At the close of the session participants will share their ideas and work they create during the session. No previous experience with digital cameras is necessary. Cameras used in the session are available to arts teachers during the school year on a two-week loan from the Maine Department of Education.

### **Invigorating teaching and learning with Interactive whiteboards**

Presenters: Anne Ireland, Ed Latham, Jim Burke, Olga LaPlante, Martha Thibadeau, and Ron Smith - MLTI Regional Coach Mentors.

Learn simple, effective ways to incorporate interactive white boards into your regular daily classroom routine. These great tools allow you to add a creative

touch to lessons and an interactive dimension to learning. Collaborative learning software helps you add a creative touch to lesson material, organize your work and teach interactive lessons. We'll show you how to do all that using the software's many easy-to-use features. Presented by